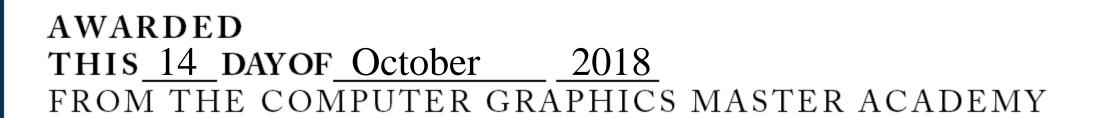


Level Design for Games by Emilia Schatz

10 week course





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